

**Claims**

1. A wireless communication unit (100, 200, 300, 400) for use in a digital radio communication system, said  
5 wireless communication unit comprising means for signal transmission (102, 104, 106), means for signal reception (108, 104, 106), a vocoder (132), a digital-to-analog converter (134) and a microprocessor (110) **characterized in that** it also comprises a means for storing messages  
10 (124) and said microprocessor (110), when activated, is adapted to stop playing a currently received message while still recording said message in said means for storing messages (124) and to start replaying said message stored in said means for storing messages (124)  
15 from a beginning of said message.

2. The wireless communication unit according to claim 1, wherein said means for storing messages comprises a first buffer (126) and a second buffer (130).

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3. The wireless communication unit according to claim 2, wherein a memory (128) is connected to said first buffer and to said vocoder.

25 4. The wireless communication unit according to claim 2, wherein a memory is connected to said second buffer and to said digital-to-analog converter.

5. The wireless communication unit according to claim  
30 2, wherein said vocoder upon reception of a signal from said microprocessor is adapted to stop playing said message from said first buffer and to start replaying said message from the beginning of said message, from said first buffer.

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6. The wireless communication unit according to claim 2, wherein said digital-to-analog converter upon reception of a signal from said microprocessor is adapted to stop playing said message from said second  
5 buffer and to start replaying said message from the beginning of said message, from said second buffer.

7. The wireless communication unit according to claim 3, wherein said vocoder upon reception of a signal from  
10 said microprocessor is adapted to stop playing said message from said first buffer and to start replaying said message from the beginning of said message, from said memory.

15 8. The wireless communication unit according to claim 4, wherein said digital-to-analog converter upon reception of a signal from said microprocessor is adapted to stop playing said message from said second buffer and to start replaying said message from the  
20 beginning of said message, from said memory.

9. The wireless communication unit according to any one of the preceding claims, wherein said microprocessor is adapted to initiate a transmission of a notification  
25 that the replay is activated.

10. The wireless communication unit according to any one of the preceding claims further comprising a dedicated replay switch (118) operably connected to the  
30 microprocessor.

11. A method of replaying a message received (502) in a wireless communication unit comprising the step of:  
a) recording (504) said message while playing (506) said  
35 message in a speaker;

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**characterized in that** said method further comprises the steps of:

c) terminating said playing (506) of said message and continuing on receiving (502) and recording (504) of  
5 said message,

d) replaying (508) said message from a means for storing messages starting from a beginning of said message, while continuing with receiving (502) and recording (504) said message.

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12. The method according to claim 11, wherein said step of replaying starts after said step of terminating with a delay caused only by a response time of an electronic circuitry or processing time of the vocoder.

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13. The method according to claim 11 or claim 12, wherein said message is a simplex message.

14. The method according to any one of claims 11 to 13,  
20 wherein said step of termination is initiated by a user of said wireless communication unit.

15. The method according to any one of claims 11 to 14, wherein said message, when terminated, is still recorded  
25 in a first buffer.

16. The method according to claim 15, wherein said message is transferred from said first buffer to a memory.

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17. The method according to any one of claims 11 to 14, wherein said message, when terminated, is still recorded in a second buffer.

18. The method according to claim 17, wherein said message is transferred from said second buffer to a memory.

5 19. The method according to claim 15, wherein said message is retrieved by a vocoder from said first buffer.

10 20. The method according to claim 17, wherein said message is retrieved by a digital-to-analog converter from said second buffer.

21. The method according to claim 16, wherein said message is retrieved by a vocoder from said memory.

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22. The method according to claim 18, wherein said message is retrieved by a digital-to-analog converter from said memory.

20 23. The method according to any one of claims 11 to 22, wherein when said message is completely received a notification on activation of the replay is transmitted to a sender of said message.

25 24. The method according to any one of claims 11 to 23, wherein any new incoming call is signaled when the replay is active.

30 25. A dispatch console for use in a digital radio communication system adapted to operate according to a method defined in any one of 11 to 23.

26. The wireless communication unit according to any one of claims 1 to 10, wherein said wireless

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communication unit is a TETRA radio or an ASTRO/APCO 25  
radio or an IDEN radio.

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